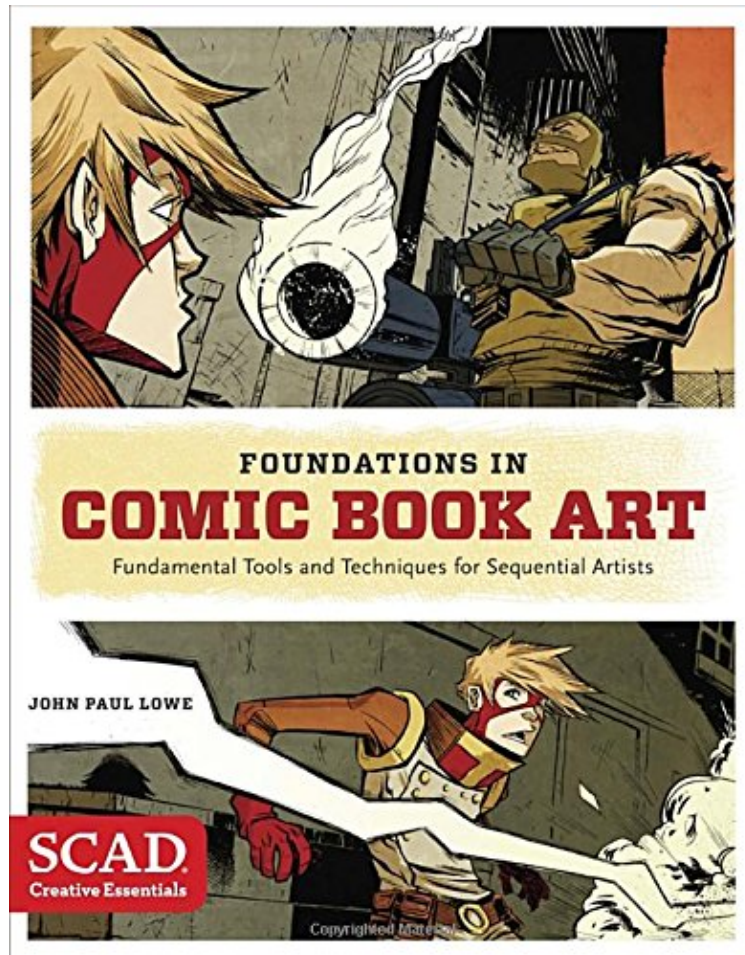


[Read free ebook] Foundations in Comic Book Art: SCAD Creative Essentials (Fundamental Tools and Techniques for Sequential Artists)

Foundations in Comic Book Art: SCAD Creative Essentials (Fundamental Tools and Techniques for Sequential Artists)

John Paul Lowe

**Download PDF | ePub | DOC | audiobook | ebooks*



DOWNLOAD



READ ONLINE

#217299 in Books Lowe John Paul 2014-08-12 2014-08-12Original language:EnglishPDF # 1 10.90 x .50 x 8.571, .81 #File Name: 077043696X160 pagesFoundations in Comic Book Art Scad Creative Essentials Fundamental Tools and Techniques for Sequential Artists | File size: 27.Mb

John Paul Lowe : Foundations in Comic Book Art: SCAD Creative Essentials (Fundamental Tools and Techniques for Sequential Artists) before purchasing it in order to gage whether or not it would be worth my time, and all praised Foundations in Comic Book Art: SCAD Creative Essentials (Fundamental Tools and Techniques for Sequential Artists):

2 of 3 people found the following review helpful. All in all, good material, just lacking in depthBy PeterThis is a good book and worth the \$17 I paid for it. The advice, information, and exercises are good. But that said, I wouldn't necessarily recommend it to others in most cases, since there are better books which cover the same subject matter

more thoroughly. The case where I would recommend it is to a budding artist, and in conjunction with something such as *How To Draw Comics The Marvel Way*, which will fill in a couple of key blanks in *Foundations in Comic Book Art*. All of the material in this book is good, and the few exercises are excellent, but it's fundamentally incomplete in any aspect to be considered a great book. I would have found it revolutionary if I had read it within the first few years after I started taking art more seriously (say early to mid teens) but now there isn't much to be gained from this book for me. What surprised me the most is that there is very little that is specific to comic book art. About 80% of the book is information that would apply to any drawing style, which is fine, but I was expecting something more focused. And none of the information is given a very thorough treatment, except for inking, more on that below. And although there is a "Figure" chapter, there is almost nothing of value in terms of figure drawing or visual character development, which leaves the book incomplete. Also nothing really about translating story or action to the panel. The exception to the shortcomings is the inking section, which consists of 2-1/2 chapters. It is the most complete segment of this book, and is very good. I have other books on drawing with ink that I prefer, but those aren't specifically geared to comic book inking. So all in all, good material, just lacking in depth. For the deeper dive I would recommend: Scott McCloud's books, *Understanding Comics: The Invisible Art* and *Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels* which are an incredibly in depth approach to comic theory. *How to Draw: drawing and sketching objects and environments from your imagination*, which covers the general drawing information covered in *Foundations in Comic Art*'s second and third chapters, plus a lot more, and in exhaustive detail. The angle is more from a design perspective, but can be applied to a broad array of drawing disciplines. *Force: Dynamic Life Drawing for Animators (Force Drawing Series)* to supplement the missing translation of character and action into image. And really any good text on figure drawing such as *Figure Drawing: Design and Invention*. Or Bridgman, Loomis, etc. Now that will set one back a little bit, and will take a fair bit longer to study and practice. So maybe this smaller, less expensive book is a good starting point... but if you have the time and money, go with the better materials and give the subjects the careful study and practice that they deserve.

0 of 0 people found the following review helpful. Wow! By ReddStealth I love this book and plan on using it to help my artwork. I do wish it was longer and gave examples of hardware used for digital art. Still this book is a winner! 1 of 1 people found the following review helpful. John Paul Lowe is an excellent teacher and this book which for me is now ... By s k I started to learn to draw over a year ago and ordered this book. John Paul Lowe is an excellent teacher and this book which for me is now a gold standard in drawing has improved my drawing skills a hundred fold. This is a real keeper.

A comprehensive guide to creating and developing comic book and graphic novel art, from the Savannah College of Art and Design (SCAD), one of the world's leaders in sequential arts instruction. Artists seeking a way to break into the exciting world of sequential art first need to master the tools, techniques, and habits used by their favorite pencilers, inkers, and digital artists for creating dynamic, exciting comic artwork. In *Foundations for Comic Book Art*, the Savannah College of Art and Design (SCAD) a leading force in art and design education enlists one of its top instructors, John Paul Lowe, to provide aspiring comic book makers with a thorough primer for creative comics, featuring must-know concepts like contour drawing, mastering perspective, using photo-reference, and adding digital patterns. Examples from the works of SCAD faculty, alumni, and students are paired with Lowe's easy-to-follow, step-by-step lessons and exercises for readers, demonstrating the vital processes all would-be sequential artists have to know before joining the ranks of the comic bookmaking elite.

About the Author JOHN PAUL LOWE began teaching at the Savannah College of Art and Design in 2002. He has served as the schools chair of the Sequential Art Department and as dean of the School of Communication Arts. In 2013, he happily returned to the classroom and his art studio. His career in comics began in 1991 with DC Comics. Lowe has also worked for Marvel Comics, Image Comics, Archie Comics, and Dark Horse Comics. Lowe is the creator of the award-winning annual *Sequential Arts Anthology*, and the author of *Working Methods: Creators Detail their Storytelling and Artistic Processes*. The Savannah College of Art and Design (SCAD) is a recognized leader in art and design education. SCAD's talented faculty members are drawn from around the world and have exceptional credentials and valuable professional experience. Professors and alumni have worked for companies such as Marvel Comics and DC Comics, Walt Disney Company, Lucasfilm Ltd., Pixar, Electronic Arts, and many more. For more information on SCAD and its programs, visit www.scad.edu.

Excerpt. Reprinted by permission. All rights reserved.

FOREWORD One of the saddest lessons you will learn when you go to art school is that your art is not very good. One day in sophomore year you will look down at your Dali-inspired colored pencil drawing of anthropomorphic lizards, and you won't be able to ignore it any longer. You'll look up at your professor and see it in her eyes: she thinks you're a bad artist. She thinks you're a bad artist, and she doesn't think you're ever going to get better. Very creative, she'll say. Thanks, you'll say. John Lowe thinks you can get better. In fact, he's sure you can get better. He's sure you can get good. This is what makes John Lowe a great teacher and an unusual one. If you are his student, he is interested in you and he is interested in your art. He finds out what your goals are, and he doesn't let you forget them. He finds out what your comfort zone is, and he jabs and teases you out of it. He finds out what tools you're used

to using, and he doesn't let you use them anymore. He finds out how much homework you're used to doing, and he assigns twice as much. He takes artwork you were up all night working on and tells you to change everything. He tells you to change everything, and you squawk in disbelief, and John laughs and says, "Nothing's precious." And it's true: nothing you put on paper is precious. You have something else that's precious, and it's something John will find for you when you can't find it yourself anymore. It's why you started drawing in the first place. It's in your hand, your eyes, your heart. Don't lose it. Don't let it get away.

Eleanor Davis SCAD Alumna Eleanor Davis is a cartoonist and illustrator. She created the graphic novels *The Secret Science Alliance* and *The Copycat Crook*. Her work has been recognized by the Society of Illustrators and Print. She has won the Theodor Seuss Geisel Honor and the Russ Manning Award. Originally from Arizona, Davis now lives in Georgia.